

HYPER SCAN™

G A M E



SPIDER-MAN™

INSTRUCTIONS



Important Ergonomic Information: Repetitive Motion

Some people may experience fatigue or discomfort after playing for a long time. If your hands and arms become tired or uncomfortable during gameplay, stop playing immediately and rest.

If you continue to experience soreness or discomfort during or after play, stop playing and consult your physician.

If your hands, wrists or arms have been injured or strained in other activities, use of your system could aggravate the condition. As necessary, consult your physician before playing video games.

Warning! Photosensitivity And Seizures

Video games may cause a small percentage of individuals to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns on a television screen. Certain conditions may induce epileptic symptoms even in persons who have no history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, consult your physician prior to game play.

It is recommended that parents observe their children when their children play video games. If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

To reduce the likelihood of a seizure while playing video games:

Sit at least two feet from the screen in a well-lit room.

Reduce the brightness of the screen.

Do not play video games if you are tired.

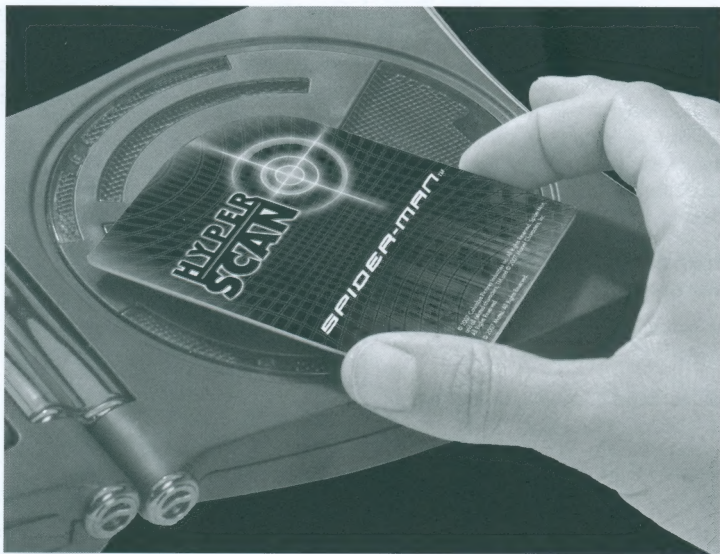
Take frequent breaks from the games and look away from the screen every once in a while.

Turn the game off if strange or unusual feelings or body jerks develop.

Using IntelliCard™ Collectible Game Cards

Please follow these instructions carefully.

- Hold your card by the edges with the HyperScan™ logo facing up and the character illustration face down.
- When prompted (onscreen) position the rounded section of the card so the target area hovers directly over the sensor in the CENTER of the glowing red panel (as indicated). Your card should be approximately 1/4 inch from the sensor.
- A sound will confirm a successful scan and your character will appear onscreen momentarily.



- Repeat the process to scan your modification cards.

During gameplay you may scan modification (MOD) cards to enhance and customize your character's fighting skills.

If you scan an incorrect card you will hear a sound indicating that the card you scanned is not suitable for use at that particular time.

Caring For IntelliCard™ Game Cards

Although the patented technology embedded in our IntelliCard™ Game Cards is quite durable, please do not mishandle or mistreat your cards, as abuse will adversely effect their performance.

Handling Your HyperScan™ Format Disc

This disc is intended for use with HyperScan™ consoles only.

Do not bend it, crush it, or submerge in liquids.

Do not leave it in direct sunlight or exposed to other sources of heat.

Keep the game disc clean. Always hold the disc by the edges and keep it in a protective sleeve when not in use.

Clean your disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners on the disc.

Loading Your HyperScan™ Game Disc

Open the console's CD compartment and place the game disc, printed side up, into the compartment on the center hub. **DO NOT TOUCH THE LENS!** You may then close the compartment cover.

Screen Saver

During periods of inactivity a HyperScan™ screen saver will be set in motion. Press any button to return to the main menu.

Keep these instructions for future reference as they contain important information.

This Spider-Man™ video game has been designed for a single player only.

Contents:

1 Video game disc

6 Game cards

1 Game instruction manual

Please remove all components and compare them to the content list. If any

items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

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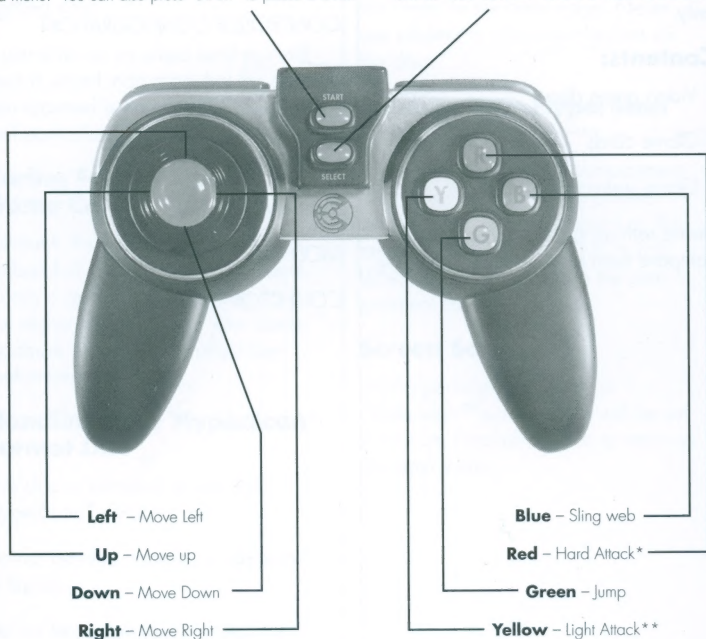
MOD CARDS

COLLECTOR CARD LIST

Controller Configuration

START or Green button - Activates your choice in a menu. You can also press "START" to pause a level.

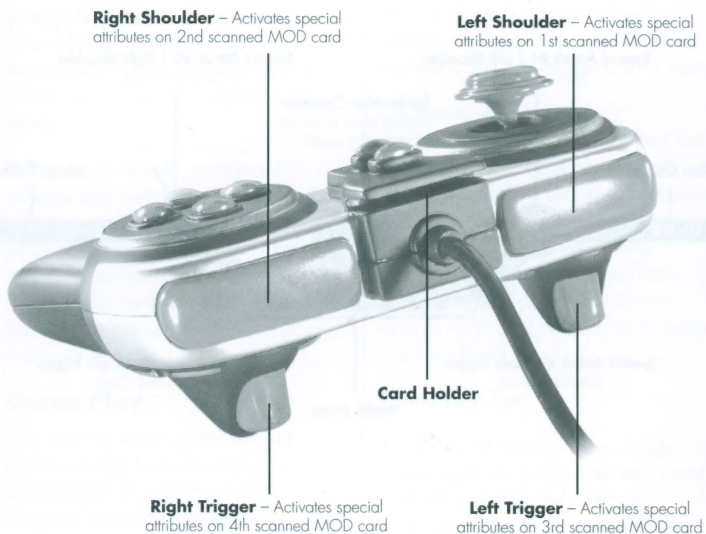
SELECT or Red button - Functions as a cancel button. Use "SELECT" to exit a menu or mode.



*Press this button to cycle through 3 heavy, punch/kick moves. This attack inflicts more damage, but is slower than the light attack.

** Press this button to cycle through 3 light, punch/kick moves. This attack inflicts less damage, but is quicker than the hard attack.

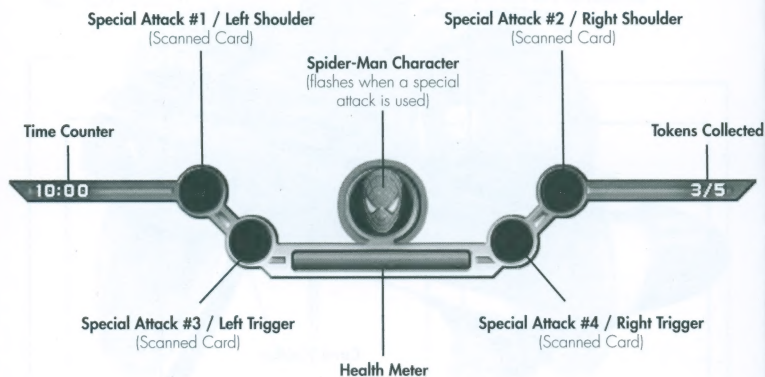
IMPORTANT! Only HyperScan™ controllers are supported by this console. The use of other joysticks, paddles or peripherals may cause damage to your system and will cause it to not function properly.



NOTE: If a MOD card is not scanned Spider-Man™ will shoot web-bullets by default

Heads Up Display (HUD)

The function of the Heads Up Display (HUD) is to keep you informed of the current status within the game.



Story

Spider-Man™

Spider-Man™ has fought for his life before, but never like this. Never with stakes so high, nor the odds stacked so heavily against him. He speeds through Manhattan on gossamer lines at a velocity that causes passing skyscrapers to blur in pursuit of one villain, and in turn pursued by many more.

Using super strength, enhanced reflexes and web-spinning powers he foils the cruel intentions of his enemies while accomplishing mission after mission – all leading to a final confrontation with Venom and Sandman – but ultimately the outcome is in your hands!

Game Play

This exciting video game focuses on key scenes from the movie Spider-Man 3™, starring Tobey Maguire and Kirsten Dunst, but also includes elements from the first and second Spider-Man films. In it, you are Peter Parker, a.k.a. Spider-Man: awkward, geeky, student by day – acrobatic, wisecracking, superhero by night!

You must use strategy as well as wall climbing, web-slinging and baddie-thumping action as you set out on various missions and confront villainous adversaries.

As in the latest movie, Spider-Man dons a black Symbiote suit which enhances his powers... but beware, the Black Suit has dangers of it's own.

Of course, you can play as Spider-Man in his traditional Red Suit. By using your special game cards you have the option to change his powers, manipulate enemies and introduce light-hearted and outright funny elements to your gameplay. These cards provide Spider-Man action, drama, thrills and comedy at its button-mashing best!!

Game Play Tips:

- Explore all streets, alleys, ledges and rooftops to discover every one of the portals through which Spider-Man will activate missions and pursue his villains.
- To activate a mission, position Spider-Man in front of the portal and push the joystick up.

- The red arrow, on screen, will indicate in what direction you should move Spider-Man to achieve your goals.
- To destroy moving vehicles punch and kick them as they pass, or run along side and throw punches. For example, to stop the armored truck, jump on the top, pull the joystick down and punch with the RED button repeatedly.
- After you play, re-scan your Spider-Man card to save your gained powers and experience points.
- IF YOU LOSE you will be presented with the option to REPLAY or ABANDON a mission. Make your selection by pressing START or the Green button.
- If you lose or damage your Spider-Man™ game card you will still be able to play the game. However, you will not be able to save you experience points or game progress.

Main Menu

At the start of the game, you will be presented with a Main Menu screen displaying various options.

Using the joystick, scroll up or down the list of options then press the START or GREEN button to activate your selection.

MOD CARDS

15 Black Suit MODs

15 Red Suit MODs

9 Enemy MODs

7 Arsenal MODs

8 FX MODs

5 Mission MODs

COLLECTOR CARD LIST

Spider-Man

Transform into Spider-Man and swing into action.

Black Widow

Black Suit MOD

Paralyze your opponent with a poisonous bite.

Attitude Adjustment

Black Suit MOD

A brutal web-yank, followed by a barrage of kicks.

Fly Paper

Red Suit MOD

Deploy a sticky-webbing that hampers an enemy's movement.

Daddy Long Legs

Red Suit MOD

Unleash a superior kicking attack.

Web Fluid

Arsenal MOD

Shoot a web so high it creates rain, which will drop devastation upon your enemies.

Spider Bite

Black Suit MOD

A quick, stabbing attack, draining health from your enemy.

The Tarantula

Black Suit MOD

Inflict heavy damage to your enemy.

Trap Door Spider

Black Suit MOD

Use a crouch-and-spring attack.

Octattack

Black Suit MOD

Spin a special 8-point attack.

The Bowling Ball

Black Suit MOD

Fire a spherical, Symbiote-matter projectile.

Jumping Spider

Black Suit MOD

Produce mega-jumping power.

Goo Hammer

Black Suit MOD

Unleash a super-strong punching attack.

Disguised

Black Suit MOD

Briefly become invisible.

Bad Habit

Black Suit MOD

Unleash a rapid-fire, web blob attack.

Up & Away

Black Suit MOD

Get a lift with a web-assisted leap.

Shaky Ground

Black Suit MOD

Knock enemies to the ground with an earth-shaking attack.

Snap Back

Black Suit MOD

Recover rapidly, with a Symbiote assist.

Black Flail

Black Suit MOD

Wield a ball and chain-type weapon with a blob at the end of a web.

Spider Shield

Red Suit MOD

Repels solid objects and reduces damage from enemy's blows.

Super Slinger

Red Suit MOD

Extends distance when web-slinging.

Spidey Sense

Red Suit MOD

Bestows the ability to sense danger more easily.

Web O Mondo

Red Suit MOD

Encase Spider-Man inside a ball of webbing and roll it over your enemies.

Slow Motion

Red Suit MOD

Briefly avoid attacks by slowing everything down.

Air Evac

Red Suit MOD

A special web-defense by escaping straight up.

Tuffanuff

Red Suit MOD

Scan to withstand more punishment. Your health will deplete more slowly.

Arachnophobia

Red Suit MOD

Psych out your enemies by making them nervous and unsure.

Hang 'em High

Red Suit MOD

This web-slinging attack can hang an enemy from a convenient post.

Safety Net

Red Suit MOD

Spin a web between two buildings to save a victim from falling.

Trip Web

Red Suit MOD

Cast a horizontal cable-like web that trips enemies.

Camouflage

Red Suit MOD

Trick some of your enemies by briefly becoming difficult to see.

Divine Reflex**Red Suit MOD**

Anticipate and automatically avoid attacks.

Sonic Drubbing**Enemy MOD**

Increase your sonic energy – especially against Venom.

Tritium Card**Enemy MOD**

Assists you in your confrontation with Doc Ock.

Disintegrator**Enemy MOD**

Boost your powers – especially against Sandman.

Spider Agility**Enemy MOD**

Projectiles inflict less damage – especially useful against Green Goblin

Web of Steel**Enemy MOD**

Assist Spider-Man in his "encounter" with New Goblin.

Ego Boost**Enemy MOD**

Get a boost in morale and your stats, too.

Guilt Trip**Enemy MOD**

Give your enemies a guilty conscience and lessen their attack strength.

EZ Does It**Enemy MOD**

Gain less experience for completing the level, but your foes will be slightly weaker.

Big Apple 1**Mission MOD**

Activates "Clobber the Robber" mission.

Big Apple 2**Mission MOD**

Activates "Deliveryman" mission.

Big Apple 3**Mission MOD**

Activates "Web-slinger" mission

Big Apple 4**Mission MOD**

Activates "Missing Person's Squad" mission.

Big Apple 5

Mission MOD

Activates "Gangland Uprising" mission.

Invincibility

Arsenal MOD

Become invincible for several seconds.

Spider Speed

Arsenal MOD

Get a burst of super speed and pummel foes with extra vigor.

Super Strength

Arsenal MOD

Summon all of Spider-man's power, briefly increasing his attack damage.

Health Drink

Arsenal MOD

Completely restores Spider-man's health.

Stopwatch

Arsenal MOD

Briefly stop time to clobber foes, or cover extra ground in time-based missions.

Web Flurry

Arsenal MOD

A powerful attack that smacks all enemies with web blasts. Use once per level.

Light As A Feather

FX MOD

Your enemies fly away as if they are weightless when they are defeated.

Super Jumper

FX MOD

Jump ridiculously high, clearing tall buildings.

Parade Route

FX MOD

Causes colorful confetti to rain from the sky.

Wacky Noises

FX MOD

Sound effects within the game become comically altered and exaggerated.

Time Twist

FX MOD

Turn day into night. Who knows what mysterious effects lurk within a veil of darkness?

FX MOD

Sound Mode

FX MOD

Quick Learner (promotional card)

Enemy MOD

Comic Book Mode (promotional card)

FX MOD

Spider-Man's attacks are accompanied by a visible comic-style "Pow!" and "Biff!"



Collector Card List

SPIDER-MAN

Collector Card#

Collector Card#	Title	Type
001	Spider-Man	Character
002	Black Widow	Black Suit MOD
003	Attitude Adjustment	Black Suit MOD
004	Fly Paper	Red Suit MOD
005	Daddy Long Legs	Red Suit MOD
006	Web Fluid	Arsenal MOD
007	Spider Bite	Black Suit MOD
008	The Tarantula	Black Suit MOD
009	Trap Door Spider	Black Suit MOD
010	Octotack	Black Suit MOD
011	Bowling Ball	Black Suit MOD
012	Jumping Spider	Black Suit MOD
013	Goo Hammer	Black Suit MOD
014	Disguised	Black Suit MOD
015	Bad Habit	Black Suit MOD
016	Up & Away	Black Suit MOD
017	Shaky Ground	Black Suit MOD
018	Snap Back	Black Suit MOD
019	Black Flail	Black Suit MOD
020	Spider Shield	Red Suit MOD
021	Super Stinger	Red Suit MOD
022	Spider Sense	Red Suit MOD
023	Web O Mando	Red Suit MOD
024	Slow Motion	Red Suit MOD
025	Air Evac	Red Suit MOD
026	Tuffonuff	Red Suit MOD
027	Arachnophobia	Red Suit MOD
028	Hang 'em High	Red Suit MOD

029	Safety Net	Red Suit MOD
030	Trip Web	Red Suit MOD
031	Camouflage	Red Suit MOD
032	Divine Reflex	Red Suit MOD
033	Sonic Drubbing	Enemy MOD
034	Tritium Card	Enemy MOD
035	Disintegrator	Enemy MOD
036	Spider Agility	Enemy MOD
037	Web of Steel	Enemy MOD
038	Ego Boost	Enemy MOD
039	Guilt Trip	Enemy MOD
040	EZ Does It	Enemy MOD
041	Big Apple 1	Mission MOD
042	Big Apple 2	Mission MOD
043	Big Apple 3	Mission MOD
044	Big Apple 4	Mission MOD
045	Big Apple 5	Mission MOD
046	Invincibility	Arsenal MOD
047	Spider Speed	Arsenal MOD
048	Super Strength	Arsenal MOD
049	Health Drink	Arsenal MOD
050	Stopwatch	Arsenal MOD
051	Web Flurry	Arsenal MOD
052	Light As A Feather	FX MOD
053	Super Jumper	FX MOD
054	Parade Route	FX MOD
055	Wacky Noises	FX MOD
056	Time Twist	FX MOD
057	Daily Bugle	FX MOD
058	Sound Mode	FX MOD
059	Quick Learner	Enemy MOD
060	Comic Book Mode	FX MOD

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SPIDER-MAN®
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Collector's Guide

Introduction

The purpose of this guide is to provide collectors with a comprehensive overview of the items available for collection. This section includes a detailed description of the items, their historical significance, and the methods used to collect them. The guide is designed to be a valuable resource for collectors, providing them with the information they need to make informed decisions about their collections.

The items are arranged in alphabetical order, making it easy to find the information you need. Each item is accompanied by a detailed description, including its name, date, and location. The guide also includes a section on the history of the items, providing collectors with a deeper understanding of their significance.

The methods used to collect the items are also described, providing collectors with the information they need to make informed decisions about their collections. The guide is designed to be a valuable resource for collectors, providing them with the information they need to make informed decisions about their collections.

Item	Date	Location
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50. [Item Name]	[Date]	[Location]

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Be sure to visit our web site at www.HyperScanGamer.com for game tips, helpful hints, newsletters and more.

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